

RAINBOW ADVENTURES

Contents
7 pony movers,
42 tokens (6 per pony),
a spinner and a gameboard.

Sweetie Belle™ The Youngest Pony

Favourite Thing: Hearts
Favourite Activity: Being with her friends
Favourite Food: Candy Hearts
Favourite Instrument: Triangle
Favourite Place to Be:
Sweet Shop!



Pinkie Pie™ Leader of the Pack

Favourite Thing: Balloons!
Favourite Activity: Planning Parties
Favourite Food: Anything Pink!
Favourite Instrument: Kazoo
Favourite Place to Be:
With her friends!



Scotaloo™ Sporty & Active

Favourite Thing: Butterflies
Favourite Activity: Riding her Scooter
Favourite Food: Banana Splits!
Favourite Instrument: Bongos
Favourite Place to Be:
Tree House



Starsong™ The Performer

Favourite Thing: Stars
Favourite Activity: Singing & Dancing
Favourite Food: Popcorn
Favourite Instrument: Guitar
Favourite Place to Be:
Popcorn Theatre



Toola-Roola™ The Artist

Favourite Thing: Paint Brush
Favourite Activity: Arts & Crafts
Favourite Food: Her Own Cooking
Favourite Instrument: Tuba
Favourite Place to Be:
Art Studio



Cheerilee™ The Storyteller

Favourite Thing: Flowers
Favourite Activity: Telling Stories
Favourite Food: Cherry Pie
Favourite Instrument: Piano
Favourite Place to Be:
Pinwheel
Library



Rainbow Dash™ Girly Girl

Favourite Thing: Rainbows
Favourite Activity: Dressing Up
Favourite Food: Rainbowberry Juice
Favourite Instrument: Xylophone
Favourite Place to Be:
Fashion Boutique



OBJECT

Be the first pony to reach the Celebration Castle by stopping at every rainbow space along the path to collect your 6 tokens.

THE FIRST TIME YOU PLAY

1. Push the spinner, pony movers and tokens out of the cardboard sheet.
2. Attach the plastic arrow to the spinner.
3. Twist the plastic holders out of the frame and insert a pony mover into each one as shown.



SET-UP

1. Open the gameboard out onto a flat surface.
2. Choose which pony you want to be and place your mover on the Start space.
3. Take your 6 pony tokens and put each one on its place around the board, by matching the pictures on the back with the pictures on the gameboard.

PLAYING THE GAME

Playing is easy - just match the colours on the spinner and move along the path towards the Celebration Castle!

1. The youngest player starts.
2. On your turn, spin the spinner and see which colour it lands on. Move your pony to the next space of that colour on the path. If another player's pony is already on the space, move along the path to the next available space of that colour. (Unless it's a Rainbow space, where 2 ponies can stop at once)!
3. Stop at all 6 rainbow spaces along the way **even if you haven't spun rainbow on the spinner**. At each rainbow space, collect your pony's token. You need all 6 to win the game.
4. Play continues to the left until someone reaches the Celebration Castle by landing on the last rainbow space (at the end of the path).
5. The first player to reach the Celebration Castle is the winner!

SHORTCUTS

Look out for the 3 Rainbow shortcuts along the path. If your pony lands on a space below a Rainbow shortcut, jump to the space above it!



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